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INSTRUCTION BOOKLET

KEMCO®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Nintendo

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WHAT'S HAPPENING ON KLOWN PLANET?

UH OH, **BIG TROUBLE** ON KLOWN PLANET! **BLACKJACK**, THE INFAMOUS SPACE PIRATE, HAS **KIDNAPPED** KING KLOWN'S BEAUTIFUL DAUGHTER,

PRINCESS HONEY!

BJ PLANS TO HOLD HER CAPTIVE ON HIS **PIRATE** PLANET UNTIL **KING KLOWN**

ABDICATES HIS THRONE AND CROWNS BLACKJACK AS KING OF **KLOWN PLANET!**

WHAT A MESS!

THE FRANTIC KING KLOWN SENDS OUT A ROYAL DECREE

TO THE BRAVEST, SMARTEST, STRONGEST, MOST COURAGEOUS **HERO** IN THE LAND TO SAVE HIS DAUGHTER.

UNFORTUNATELY, HE WAS **BUSY**, SO **KID KLOWN** ANSWERED THE PLEA FOR HELP. EVER SINCE **KID KLOWN** WAS A SCRAWNY, AWKWARD, UNCOORDINATED LITTLE BOY, HE WANTED TO BE A **HERO**. NOW THAT **KID'S** A SCRAWNY, AWKWARD, UNCOORDINATED YOUNG MAN, HE HAS HIS BIG CHANCE TO **PROVE** HIMSELF!

HELP **KID** SAVE THE DAY!

INSERT YOUR **CRAZY CHASE** GAME PAK INTO YOUR **SUPER NINTENDO ENTERTAINMENT SYSTEM** WITH THE GAME PAK LABEL FACING FORWARD.

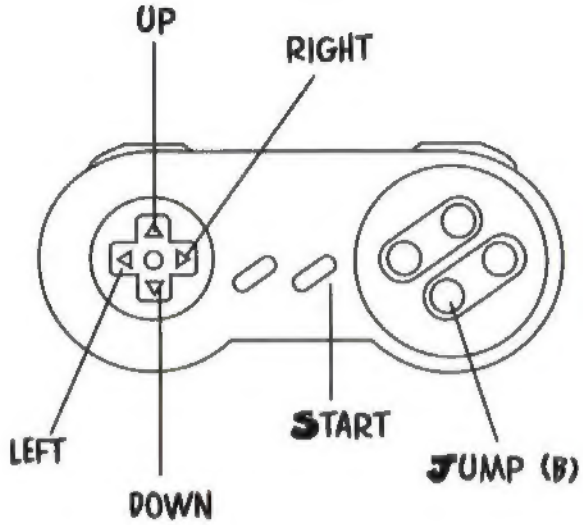
TURN ON THE POWER, AND THE **KEMCO** LOGO SCREEN WILL APPEAR. **YOU'LL** SEE **KID KLOWN** HOIST HIMSELF ATOP THE **KEMCO** LOGO, BUT HE'S SUCH A KLUTZ HE CAN'T KEEP HIS BALANCE!

DON'T TOUCH ANYTHING IF YOU WISH TO SEE THE **INTRO** SEQUENCE AND **DEMO** PLAY.

PRESS THE **START BUTTON** ON **CONTROLLER ONE** TO GO ON TO THE **INTRO SEQUENCE**.

PRESS **START** AGAIN TO BRING UP THE **CRAZY CHASE** TITLE SCREEN.

PRESS **START** ONE MORE TIME TO BEGIN THE GAME!



CONTROL PAD (DEFAULT TYPE A)

UP	**SLOW KID DOWN TO STOP!**
DOWN	**SPEED UP KID TO RUN FORWARD!**
RIGHT & LEFT	**USE THESE TO STEER KID RIGHT AND LEFT TO DODGE OBSTACLES AS HE STUMBLES DOWN THE PATH.**

IF YOU RUN INTO AN OBSTACLE OR TRAP, QUICKLY TAP RIGHT AND LEFT REPEATEDLY ON THE CONTROL PAD TO SPEED UP HIS RECOVERY!

COLLECT THE **ITEMS** OUT OF THE FLOATING **BALLOONS** BY JUMPING UP AND PULLING ON THE BALLOON STRING. **M**OST IMPORTANTLY, THERE ARE FOUR **SPECIAL ITEMS** (THE CARD SYMBOLS; ♥ ♠ ♣ ♦) THAT **K**ID MUST COLLECT TO GET THE **KEY** FOR THAT LEVEL. **C**OLLECT ALL FOUR **SPECIAL ITEMS** AND BEAT THE FUSE TO ADVANCE TO THE NEXT STAGE. **I**F **K**ID DOESN'T COLLECT ALL FOUR, BUT HE BEATS THE FUSE, HE'LL RUN BACK TO THE BEGINNING OF THE STAGE. **R**UN THE STAGE AGAIN TO TRY AND COLLECT THE REMAINING **SPECIAL ITEMS**.

FIND THE **HIDDEN STAGES**! **I**N EACH STAGE THERE ARE SEVERAL SECRET STAGES THAT **K**ID CAN FIND IF HE'S CAREFUL. **T**HESE ARE NOT REQUIRED TO FINISH A STAGE, BUT THE BENEFITS AND SPECIAL **POWER UP ITEMS** CAN MAKE IT WELL WORTH HIS WHILE!

REMEMBER, AVOID THE **OBSTACLES**, BECAUSE EACH MISSTEP TAKES AWAY SOME OF **K**ID **K**LOWN'S **HP** (**HEALTH POINTS**). **I**F **K**ID'S **HP** RUNS OUT, IT'S **GAME OVER**.

HP METER

IF THIS RUNS OUT, IT'S GAME OVER! THE GAUGE SHRINKS AS KID HITS OBSTACLES OR FALLS INTO TRAPS.

FUSE & KLOWN METER

THIS SHOWS YOU HOW FAR YOU ARE AHEAD OR BEHIND THE FUSE, AND HOW FAR THE FUSE HAS LEFT TO BURN. IT'S KIND OF LIKE A TIMER.

COIN COUNTER

THIS SHOWS HOW MANY KLOWN COINS KID'S COLLECTED SO FAR.

SPECIAL ITEM SYMBOLS

THIS SHOWS HOW MANY OF THE FOUR SPECIAL ITEMS KID KLOWN HAS COLLECTED.

SCORE

THIS SHOWS YOUR SCORE!

STAGE 1: FOREST

WHAT A BEAUTIFUL, SERENE FOREST... THAT IS IF YOU DON'T COUNT THE GAUNTLET OF BOOBY TRAPS AND OBSTACLES BLACKJACK HAS PLACED BETWEEN KID KLOWN AND THE ONLY BRIDGE ACROSS THE CANYON. ROLLING LOGS WILL SQUASH HIM, CANNONS WILL BLAST HIM, TREES WILL TRIP HIM AND BANANA PEELS WILL SLIP HIM, BUT KID'S GOT TO MAKE HASTE ANYWAY, 'CAUSE THE BRIDGE HAS A **BIG BOMB** ON IT WAITING TO EXPLODE! HURRY, KID KLOWN!

STAGE 2: TOWN

BLACKJACK AND KID KLOWN HAVE COME TO TOWN AND THE TOWN JUST AIN'T BIG ENOUGH FOR THE TWO OF THEM. KID'S GOT TO WATCH OUT FOR FALLING FLOWER POTS, CONSTRUCTION SITES, AND ZOOMING TRAFFIC IN THIS CRAZY TOWN.
BLACKJACK'S ALSO GOT A **BIG BOMB** ON MAIN STREET THAT'LL CAUSE KID A WORLD OF HURT IF IT GOES OFF. MOVE IT, KID KLOWN!

Stage 3: Volcano

Ever run an obstacle course on an active **VOLCANO**? Well, **I** haven't either, but **Kid Klown**'s gotta! Watch for falling boulders, flowing lava, and bursts of flame while you race to extinguish a bomb that will destroy the mountain path! Step on it, **Kid Klown**!

Stage 4: Ice

Arriving at the peak of **Ice Mountain**, **Kid**'s got a **SLIPPERY** trip down to the bottom. Boy, what he wouldn't give for a pair of skis! That's okay, though, his big **Klown** feet will work fine for a little snow stompin'. Watch for falling icicles, big blocks of ice, oh, and try to keep from sliding off the mountain looking for the quick way down! Hustle, **Kid Klown**!

Stage 5: CAVE

Deep within the twisted **CATACOMBS** beneath the volcano lies a shortcut that will get **Kid** closer to his goal! Beat the fuse to keep **Blackjack**'s **BIG BOMB** from bringing the cave ceiling crashing down! Be careful, though, they say these tunnels are **HAUNTED**. You're really close to **Princess Honey** now, **Kid**! You can hear her yelling "**HURRY, KID KLOWN!**"

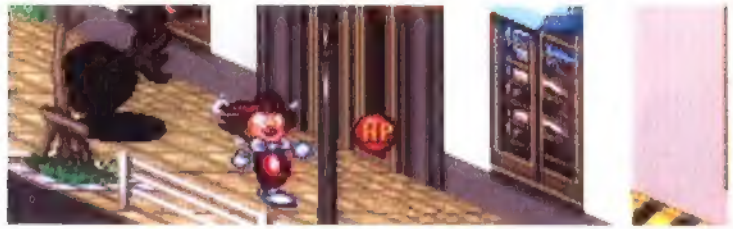
Red Balloon

THESE **BALLOONS** HAVE THINGS INSIDE 'EM. **J**UMP UP AND PULL THE STRING TO OPEN THEM UP! **Y**OU MIGHT FIND **KLOWN COINS**, **POWER-UPS**, **TRAPS**, OR **IMPORTANT SPECIAL ITEMS** INSIDE!

Blue Balloon

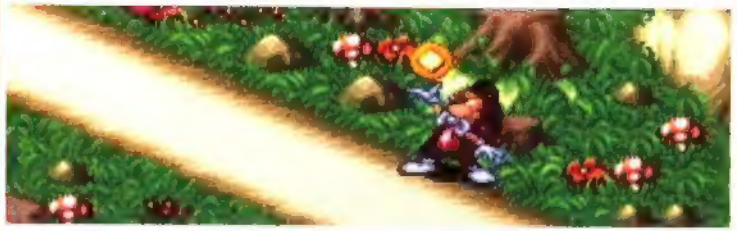
JUMP UP AND GRAB THE STRING TO GET A **RIDE** ON THESE BALLOONS.

HP Up



AS THE NAME IMPLIES, THIS GIVES YOU BACK SOME **HP** THAT YOU LOST.

COIN



COLLECT THESE AND SPEND 'EM ON A TRY AT THE **BONUS STAGES**!

IN SOME **BONUS STAGES**, YOU WILL GET MORE TIME DEPENDING ON HOW MANY OF THESE **COINS** YOU HAVE. **IN** OTHER BONUS STAGES, 10 **COINS** = 1 **CHANCE** TO WIN BIG!

SPECIAL ITEMS

THESE ARE THE **MOST IMPORTANT** ITEMS IN THE GAME! **KID**'S GOT TO GRAB ALL **FOUR** OF THESE **SPECIAL ITEMS** IN ORDER TO COMPLETE A STAGE.

SUPER SHOES

THESE **AWESOME** ITEMS INCREASE **KK**'S ABILITIES. **YOU**'LL ONLY FIND THEM CONCEALED IN SECRET PLACES. **FIND** THEM AND SEE WHAT THEY DO!

SLOW BURN

THIS ITEM SLOWS DOWN THE **SPEED** THAT THE FUSE **BURNS**, GIVING **KID** A BIT MORE TIME TO LOOK FOR ITEMS.

HONEY HEARTS

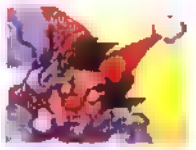
HMM... WHAT DO YOU SUPPOSE THESE DO? **CAN** YOU GET **ALL** OF THEM? **YOU** CAN FIND THESE... OOPS... SORRY, THAT'S **TOP SECRET** INFORMATION. **YOU**'LL HAVE TO FIND THEM ON YOUR OWN!

Extra Continues

If Kid loses all his HP or doesn't run fast enough to beat the fuse, you may use a Continue to restart the game at the beginning of the stage you were in. If you don't have any Continues, Kid must go all the way back to Stage One! Bummer!

Kid Klown (the GOOD GUY)

Our intrepid hero and an unlikely one, too. The klutziest klown anywhere. Help Kid evade all of the obstacles in his path to rescue Princess Honey from the clutches of Blackjack, the evil space pirate.



Princess Honey (our DAMSEL IN DISTRESS)

Beautiful and headstrong, King Klown's precious daughter was raised in the lap of royal luxury. Because of this up-bringing, Princess Honey is a little bit spoiled. However, Honey's in big trouble, and it's up to Kid to save her.

KING KLOWN (THE CONCERNED PARENT)

KING KLOWN IS THE **KING** OF KLOWN PLANET. A HAPPY AND BELOVED RULER, KING KLOWN'S GREATEST **TREASURE** IS HIS DAUGHTER, PRINCESS HONEY.

BLACKJACK (THE BAD GUY)

A DASTARDLY **SPACE PIRATE**, BUT ALMOST AS KLUTZY AS KID KLOWN. SOMETIMES **BJ**'S BOOBY TRAPS WILL **BACKFIRE** ON HIM... BLACKJACK WILL GO TO GREAT LENGTHS TO DESPATCH OUR HERO, AND KEEP HIM FROM REACHING PRINCESS HONEY.

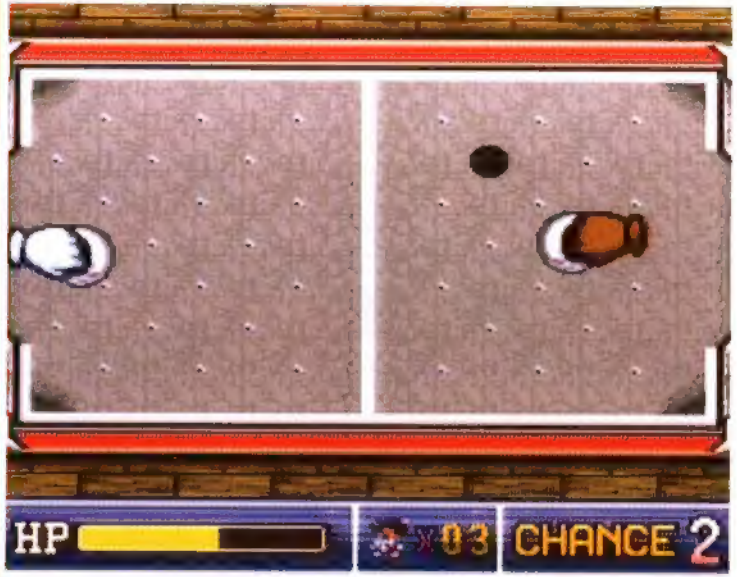
WHACK-A-BLACKJACK

BOP BLACKJACK WHEN HE POKES HIS HEAD UP AND EARN **HP** AND **EXTRA CONTINUES**! CAREFUL, THOUGH, DON'T BOP HONEY OR KID BY MISTAKE!

USE THE **CONTROL PAD** TO MOVE THE FIST OVER THE HOLE YOU WISH TO BOP, THEN PRESS THE **B BUTTON** TO LET 'EM HAVE IT!

EVERY **COIN** YOU COLLECT DURING THE REGULAR GAME STAGE WILL GIVE YOU ONE SECOND ON THE BONUS GAME TIMER.

Air Hockey

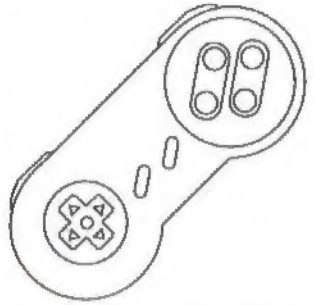


TRY TO GET THE PUCK PAST BLACKJACK'S PADDLE AND INTO HIS GOAL, WHILE KEEPING IT OUT OF YOURS!

USE THE **CONTROL PAD** TO MOVE YOUR PADDLE UP AND DOWN. PRESS THE **B BUTTON** JUST AS THE PUCK HITS YOUR PADDLE TO TAKE A **HARD SHOT** AT BLACKJACK'S GOAL!

FOR EVERY 10 COINS YOU COLLECT DURING REGULAR PLAY, YOU GET ONE EXTRA PUCK TO PLAY WITH!

- IF YOU HAVE TROUBLE CONTROLLING KID AS HE RUNS DOWN THE PATH, TRY HOLDING THE CONTROLLER AT A 45° ANGLE WHEN USING DEFAULT CONTROLLER TYPE A. FOR EXAMPLE:



THEN, UP ON THE CONTROL PAD WOULD SLOW KID DOWN TO STOP, DOWN WOULD MOVE KID FORWARD ON THE PATH, AND LEFT AND RIGHT ON THE CONTROL PAD WOULD MOVE KID TO HIS LEFT AND RIGHT. THE B BUTTON WOULD STILL MAKE KID JUMP. KEEP PRACTICING TO MASTER KID'S CONTROL! AT THE CRAZY CHASE TITLE SCREEN, USE THE CONTROL PAD TO MOVE THE TINY KID KLOWN TO "OPTIONS" TO TRY OTHER CONTROLLER LAYOUTS. PRESS THE START BUTTON. USE THE CONTROL PAD TO CHOOSE A CONTROLLER LAYOUT. PRESS THE START BUTTON TO SELECT THE DESIRED CONTROLLER LAYOUT AND TO RETURN TO THE TITLE SCREEN.

- SOMETIMES, IF YOU'VE GOT LOTS OF **HP**, JUMPING INTO A SPIKE FILLED PIT, OR INTO THE RUSHING WATERS OF A RIVER ISN'T AS BAD AN IDEA AS IT SOUNDS! TRY IT OUT TO SEE WHAT I MEAN...

- TRY COMPLETING ALL THE LEVELS ON THE FIRST TRY...YOU MAY GET SOMETHING SPECIAL!

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